

Correction

Correction: Li et al. A Learning Game-Based Approach to Task-Dependent Edge Resource Allocation. *Future Internet* 2023, 15, 395

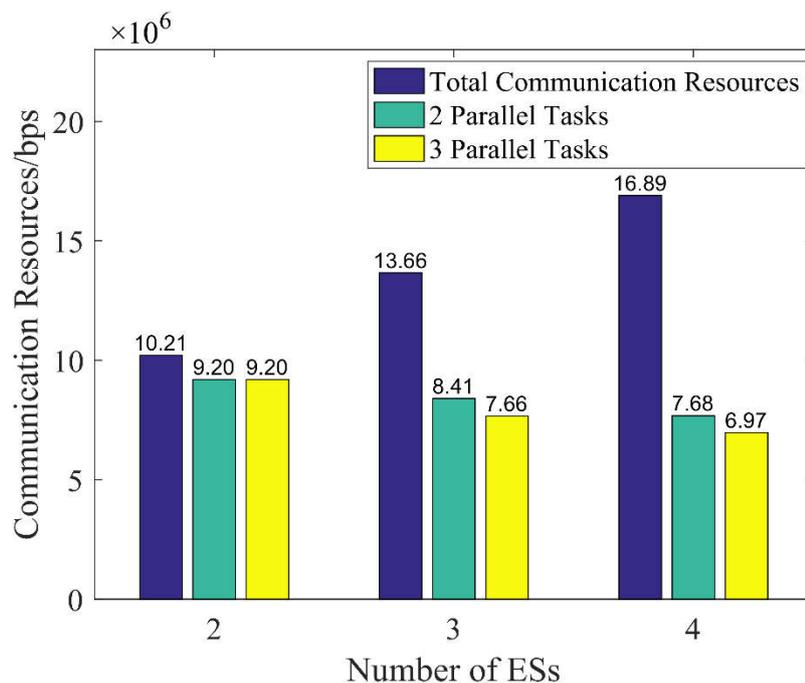
Zuopeng Li ^{1,2,*}, Hengshuai Ju ¹  and Zepeng Ren ¹

¹ School of Information and Electrical Engineering, Hebei University of Engineering, Handan 056038, China; ju1540717348@outlook.com (H.J.); zren6065@gmail.com (Z.R.)

² School of Information Engineering, Handan University, Handan 056038, China

* Correspondence: lizuopeng@hebeu.edu.cn

In the original publication [1], there was a mistake in Figure 7 as published. Due to an oversight by the authors, Figure 7b displayed the same content as that in Figure 7a. The correct Figure 7b appears below.



Citation: Li, Z.; Ju, H.; Ren, Z.
Correction: Li et al. A Learning Game-Based Approach to Task-Dependent Edge Resource Allocation. *Future Internet* 2023, 15, 395. *Future Internet* 2024, 16, 141.
<https://doi.org/10.3390/fi16040141>

Received: 11 April 2024

Accepted: 12 April 2024

Published: 22 April 2024



Copyright: © 2024 by the authors. Licensee MDPI, Basel, Switzerland. This article is an open access article distributed under the terms and conditions of the Creative Commons Attribution (CC BY) license (<https://creativecommons.org/licenses/by/4.0/>).

The authors state that the scientific conclusions are unaffected. This correction was approved by the Academic Editor. The original publication has also been updated.

Reference

- Li, Z.; Ju, H.; Ren, Z. A Learning Game-Based Approach to Task-Dependent Edge Resource Allocation. *Future Internet* 2023, 15, 395. [[CrossRef](#)]

Disclaimer/Publisher's Note: The statements, opinions and data contained in all publications are solely those of the individual author(s) and contributor(s) and not of MDPI and/or the editor(s). MDPI and/or the editor(s) disclaim responsibility for any injury to people or property resulting from any ideas, methods, instructions or products referred to in the content.